ONIMUSHA™ 2

Samurai's Destiny

MATURE
M
CONTENT RATED BY
ESRB

CAPCOM®

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting ONIMUSHA 2 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway,
Sunnyvale, CA 94085

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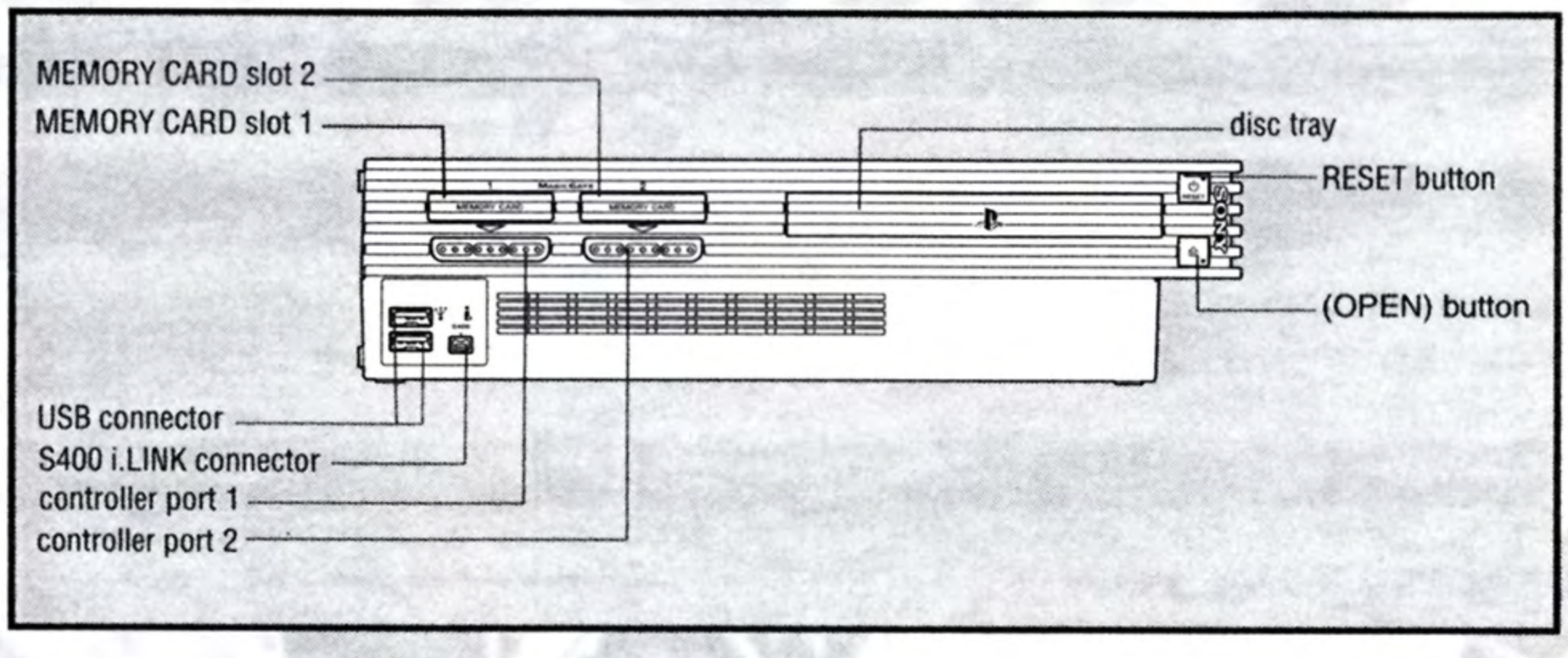
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***ONIMUSHA™2*** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

- ***ONIMUSHA™2*** **is best played with the DUALSHOCK®2 analog controller. For one player, the controller should be connected to Controller Port 1. With this controller, the ANALOG mode button and mode indicator are always set to ON, indicating that the controller is in Analog mode.**
- **When Vibration is set to ON, the controller will vibrate in response to game events. You can turn Vibration ON/OFF in Option mode (see page 25).**
- **To end the game and return to the Title screen, select QUIT GAME and then YES in the Pause menu. In this case, your game data will not be saved.**

DEFAULT CONTROLS

L1 button
- Block

L2 button
- Use a sub weapon (during character change)

R2 button
- Turn 180°

SELECT button
- Pause/Resume

right analog stick
- Press in to display map

left analog stick
- Change facing direction (when a bow or gun is equipped)

START button
- Start game
- Display/Hide Inventory
- Give item to sub character

directional buttons
- Highlight menu selections
- During play, move your character:
  - ⬆ Run forward/Step forward (with R1 button held)
  - ⬇ Run backward/Step backward (with R1 button held)
  - ➡ Rotate right/Step right (with R1 button held)
  - ⬅ Rotate left/Step left (with R1 button held)

R1 button

- Ready sword (charge power by pressing down strongly)

△ button

- Cancel menu selection
- Use Special Attack
- Hide Inventory

○ button

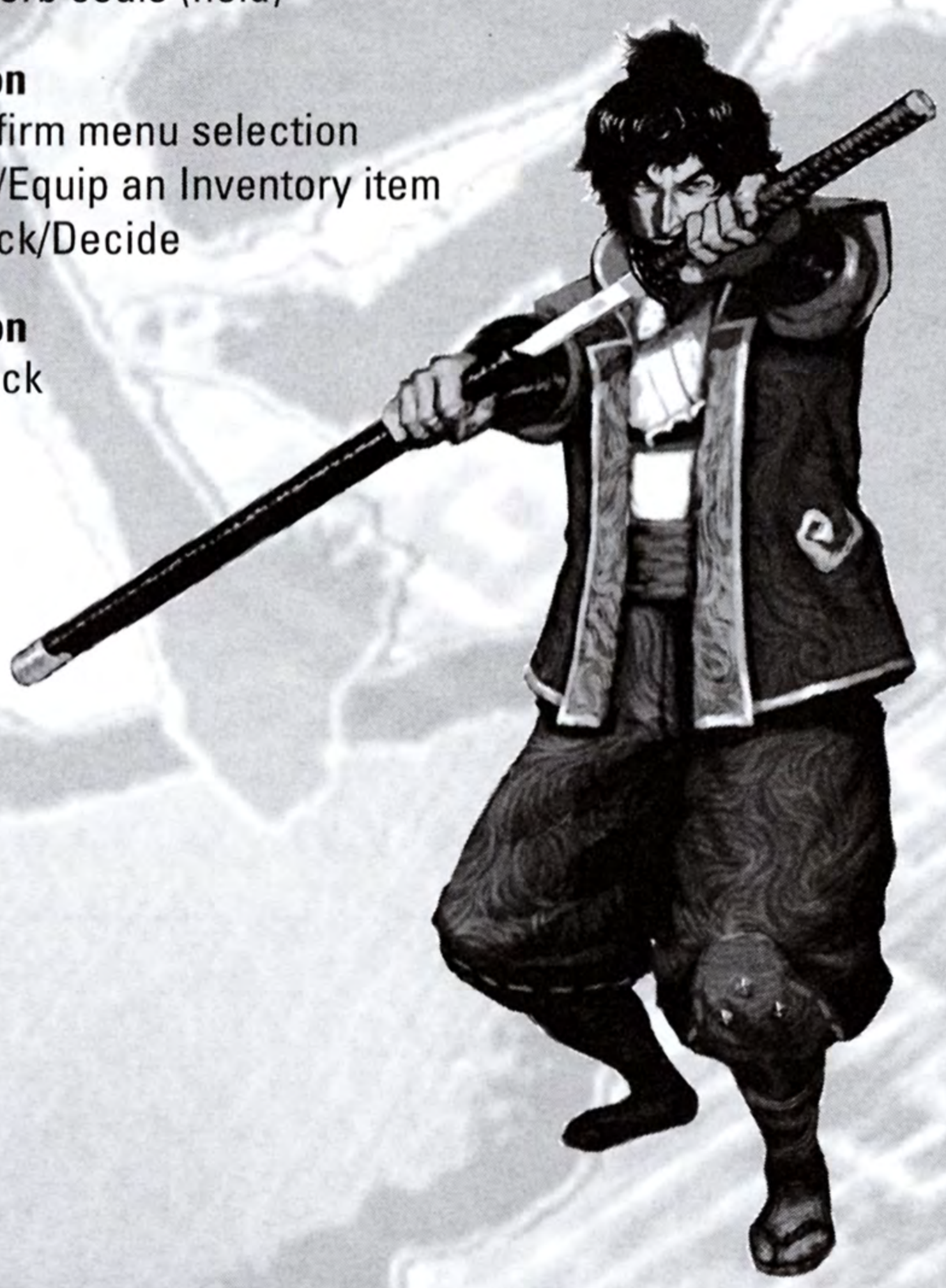
- Absorb souls (hold)

✕ button

- Confirm menu selection
- Use/Equip an Inventory item
- Check/Decide

□ button

- Attack



DEMON KING

In Eiroku 3 (AD 1560), the warlord Nobunaga Oda defeated his rival Yoshimoto Imagawa in Okehazama. At the moment of supreme victory, Nobunaga was felled by a random arrow shot by one of Imagawa's bowmen.

Against all reason, his demise did not mark the end of Nobunaga's fate. The evil he had wrought while on earth had attracted the notice of the demon legions. Soon after his death, he was resurrected by the power of demons residing deep within the netherworld.

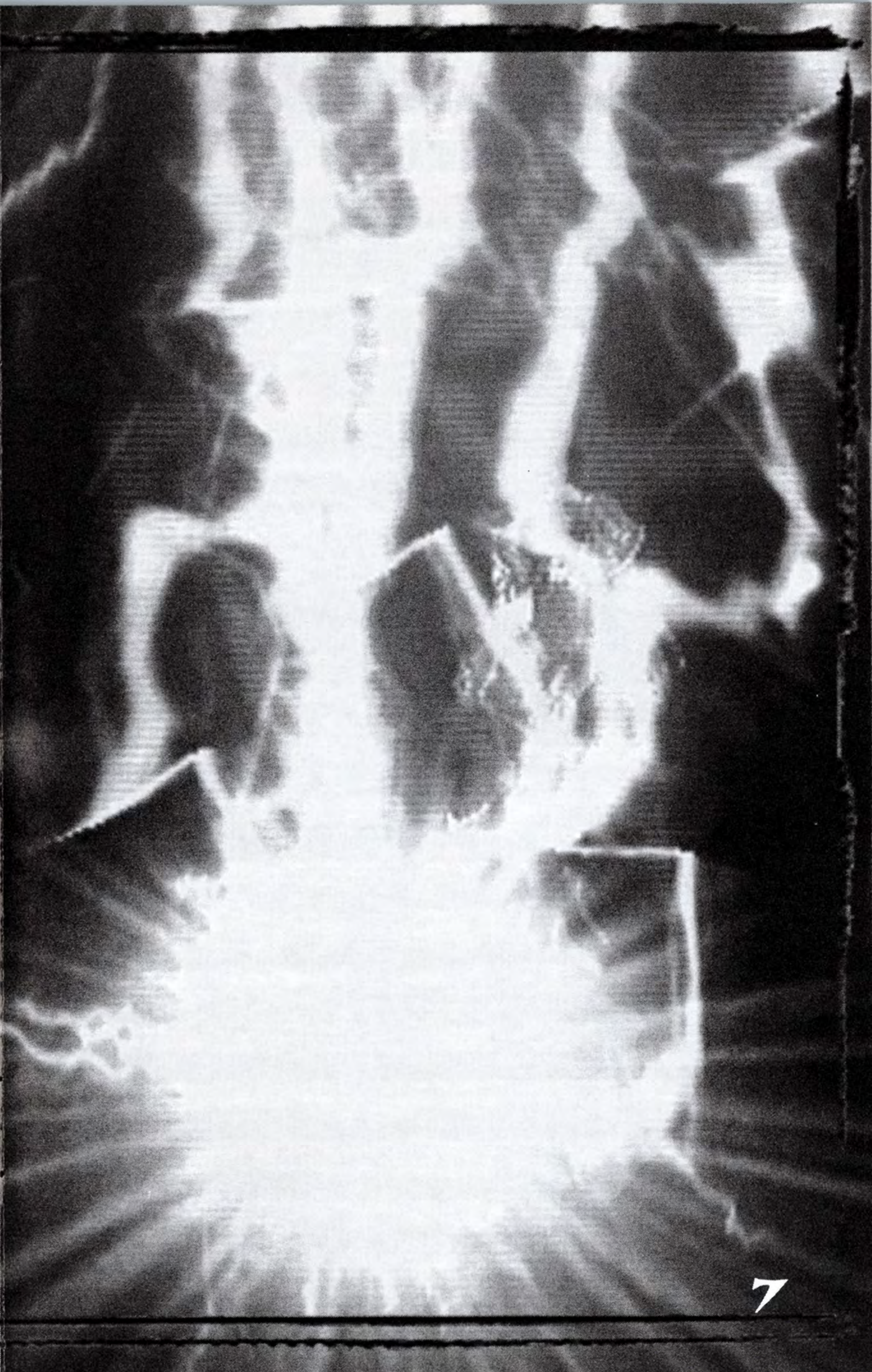
With Nobunaga as their leader, demons began stalking the earth and assaulting human beings.

A young samurai named Samanosuke came to the fore. After numerous perilous battles he finally defeated the King of Demons.

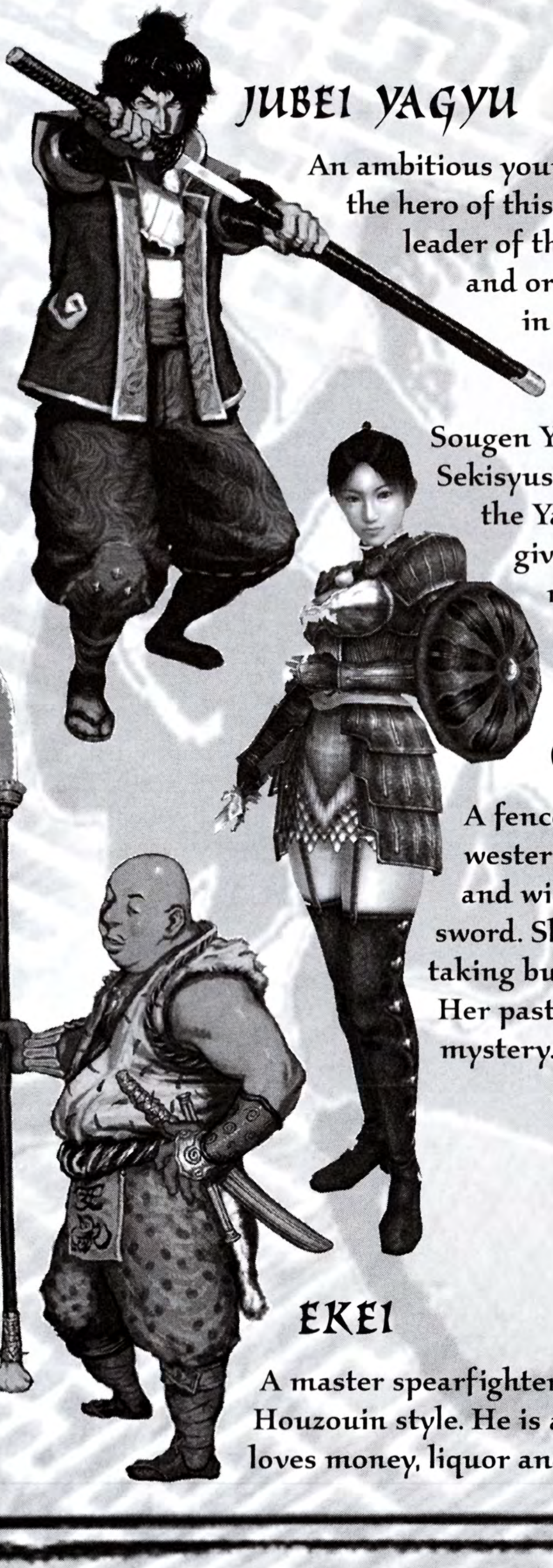
Yet the nightmare, like Nobunaga himself, would not die. Nobunaga has ascended the demon throne. As King of Demons, he has vowed to achieve his ancient ambition of forcing all Japan under his oppressive rule.

It is now several years later ...

A young warrior, Jubei, returns home to his remote and once vibrant village, now in ruins, destroyed by Nobunaga's minions. With vengeance in his heart, Jubei launches upon an epic and magical quest, which will reveal his ultimate destiny. Along the way, he must earn the respect of confidants to help him battle Nobunaga's army of demons, overcome an onslaught of traps and defeat the King of Demons.



CHARACTERS



JUBEI YAGYU

An ambitious young warrior and the hero of this story. The first leader of the Yagyu clan and originator of Shin-in style sword combat. Also known as Sougen Yagyu or Sekisyusai. All leaders of the Yagyu clan are given a childhood name of Jubei.

oyu

A fencer who wears western style armor and wields a western sword. She is breath-taking but mysterious. Her past is shrouded in mystery.

EKEI

A master spearfighter in the Houzouin style. He is a monk who loves money, liquor and good times.

NOBUNAGA ODA

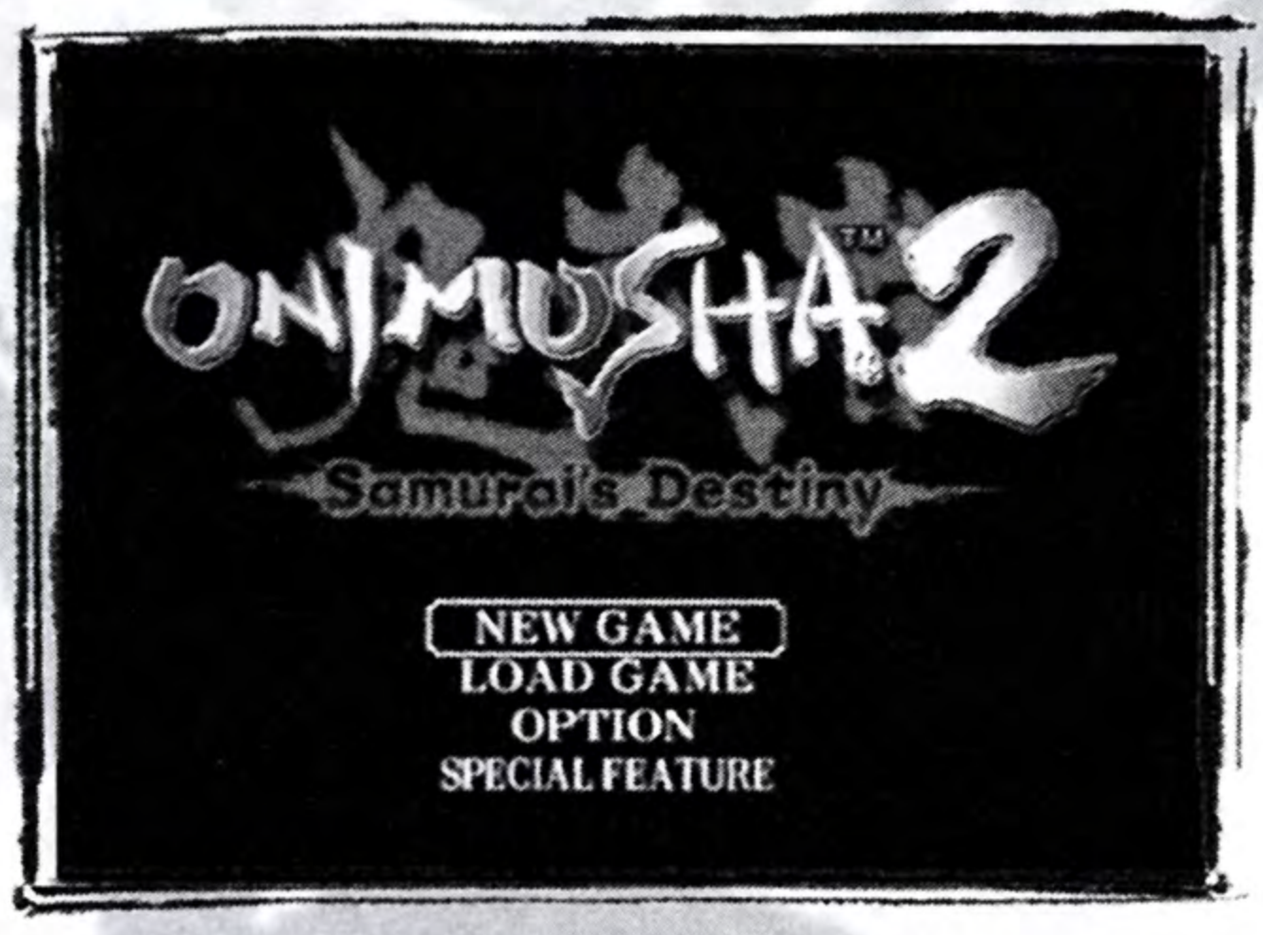
An ambitious warlord, determined to rule Japan with an iron fist. In league with demons, he orders his troops to attack Odani Castle.

MAGOICHI

The leader of the "Saiga Shu" gun troop in Kii prefecture. Bold, bright and cool-headed, he is good at handling both a gun and sword.

KOTARO

A Fuma Ninja who works for the Hojo clan. He confounds his opponent with his agile movement and countless Ninjutsu.



MAIN MENU

Press the START button at the Title screen. The Main Menu will appear. Use the directional buttons to select an option and press the ⊗ button

NEW GAME – Start a new game.

CONTINUE – Resume a previously saved game.

OPTION – Adjust various settings. You can also access the in-game Option mode from the Pause menu.

SPECIAL – Watch special movies from the ***ONIMUSHA™2*** story.

GAME OVER

Your game is over when your character's vitality drains to zero by enemy attacks, or your character is caught in a critical trap.

After your character is defeated and your game is over, the Title screen will appear. If you want to continue the game, choose CONTINUE and play on from the point where you last saved your game.

SAVING

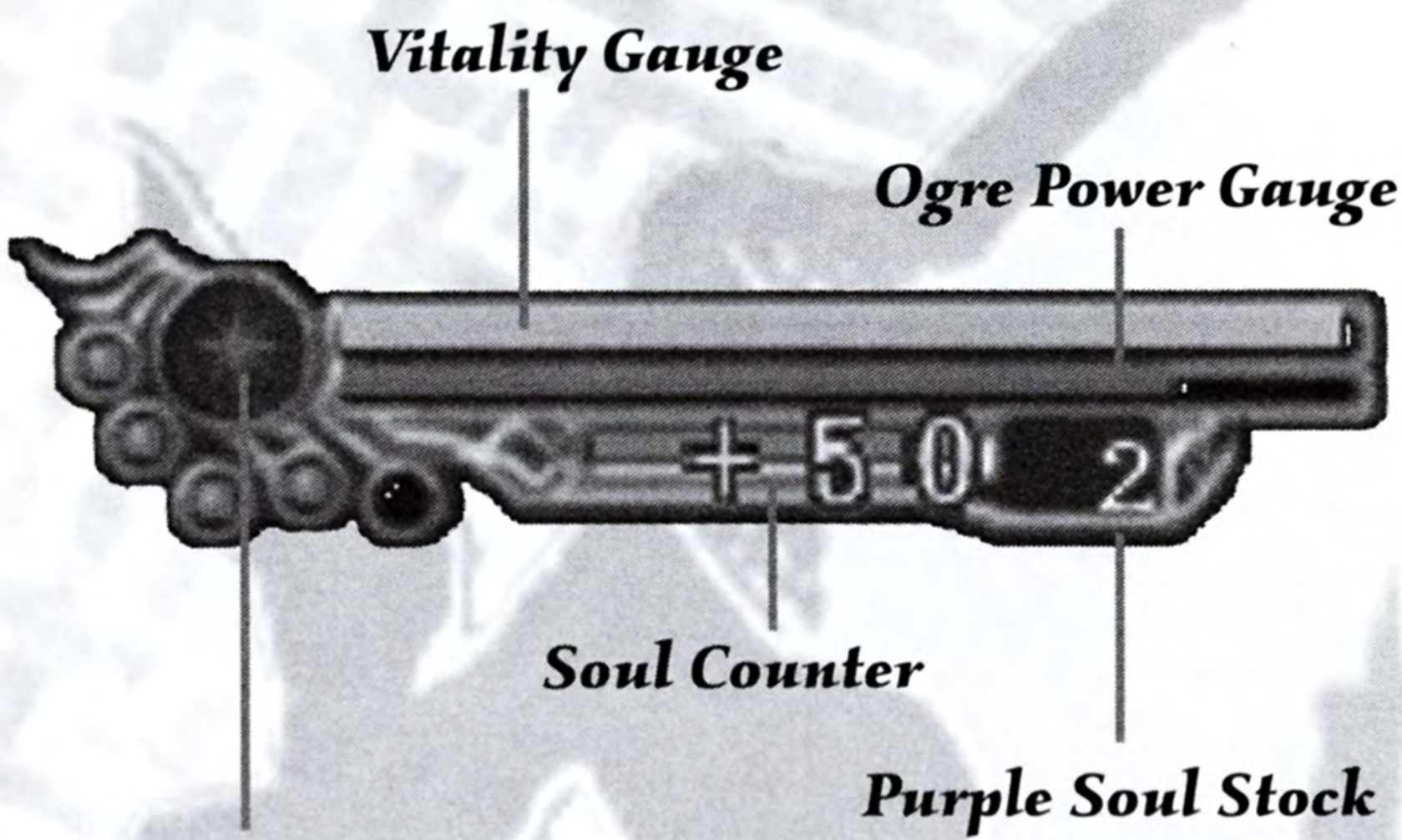
Find and check a Magic Mirror (located in various places in the game world) to save your game.

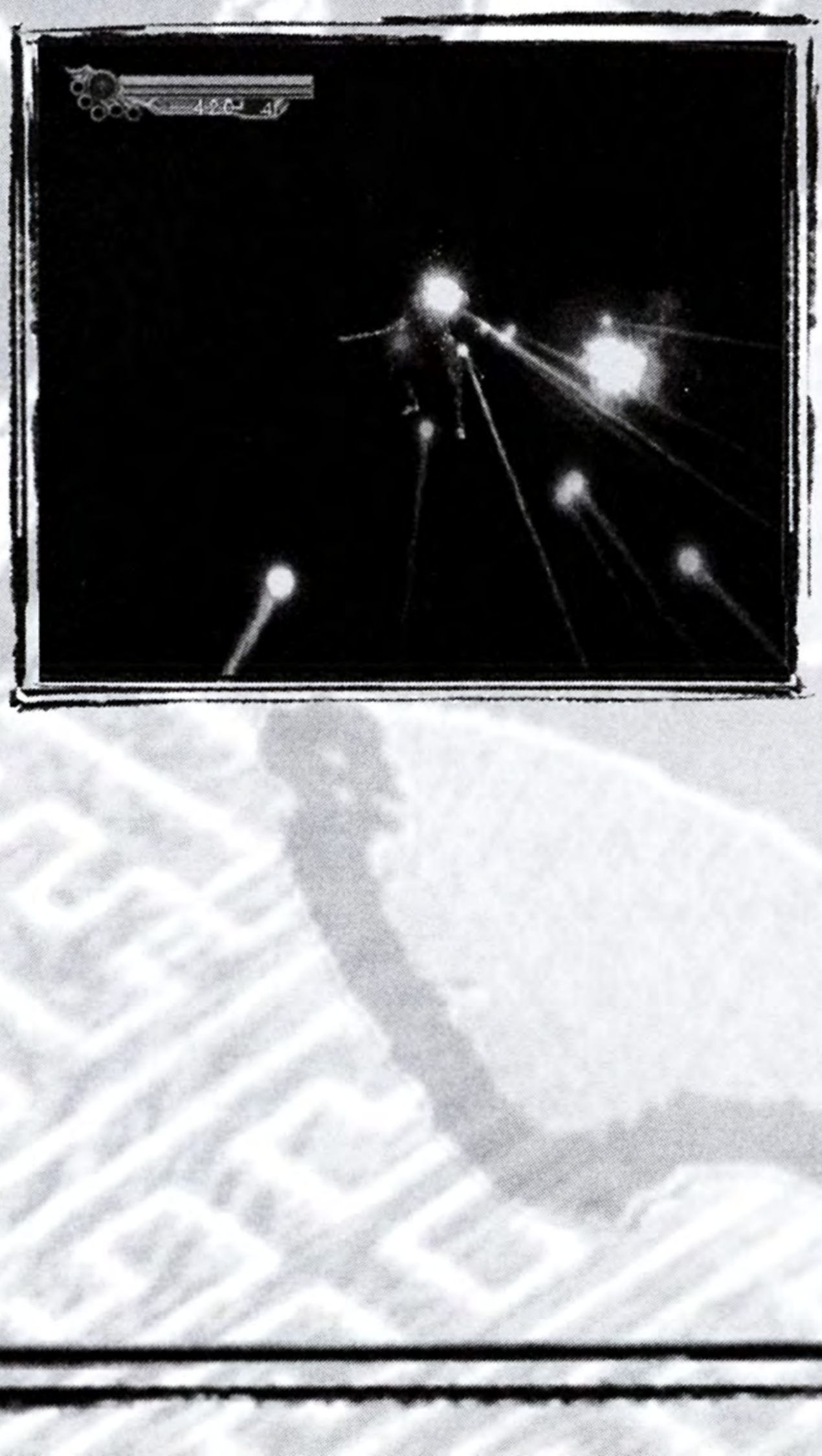
- You must be using an optional memory card (8MB) (for PlayStation®2) in order to save your game.
- Do not press the Power button of your PlayStation 2 or remove the memory card while saving or loading. Doing so may destroy saved data.
- This game requires 462KB of free space in a memory card in order to save game data.

LOADING

Select CONTINUE in the Title screen to resume a previously saved game.

GAME SCREEN


Vitality Gauge
Ogre Power Gauge
+ 5 0 2
Soul Counter
Purple Soul Stock
Weapon Attribute

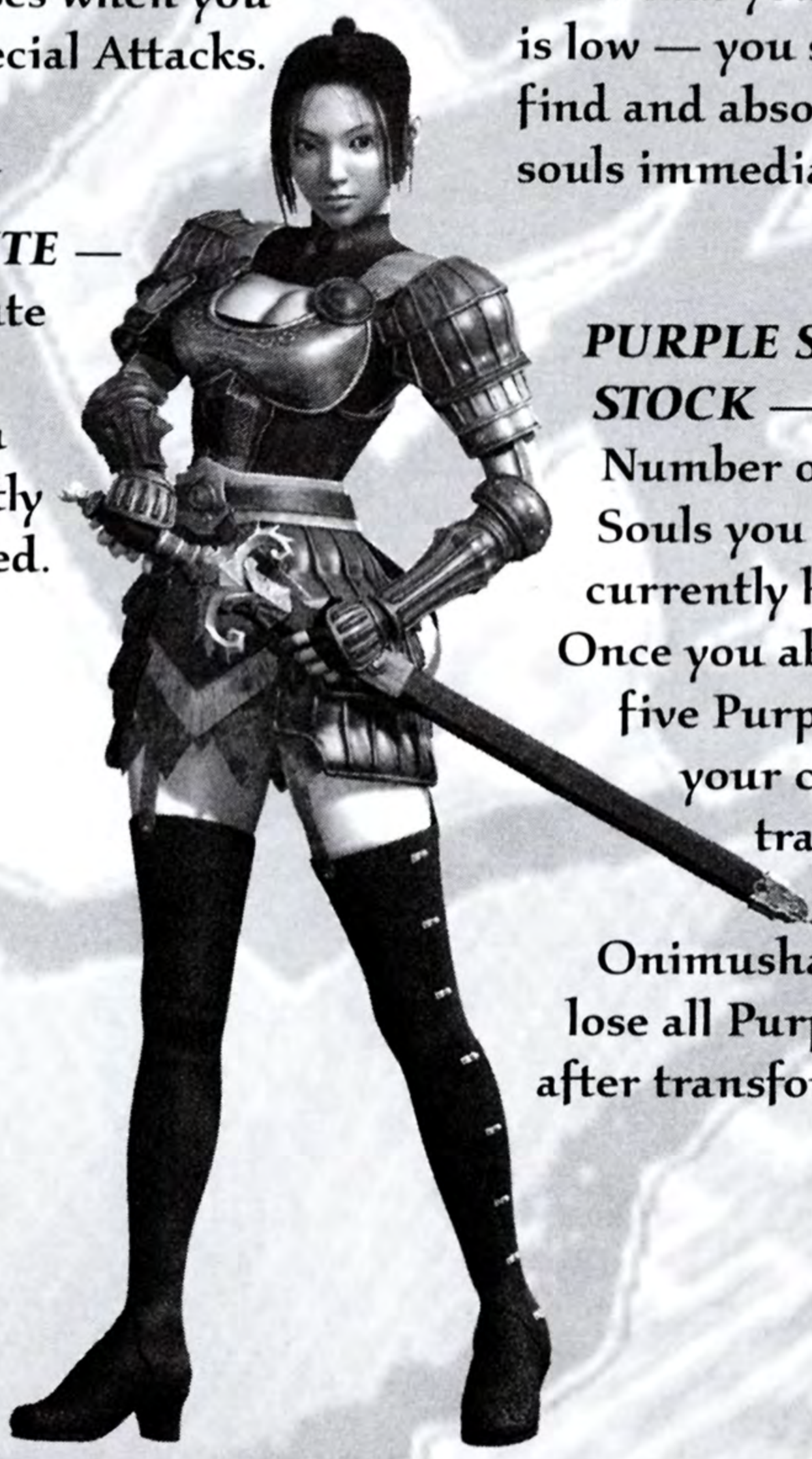


GAME SCREEN INDICATORS

VITALITY GAUGE — The color bar decreases as your character is attacked. When this gauge drains, your game is over.

OGRE POWER GAUGE — The color bar decreases when you use Special Attacks.

WEAPON ATTRIBUTE — Attribute of the weapon currently equipped.



SOUL COUNTER — A number is displayed when your character absorbs a soul. Red numbers indicate soul points added to your total; yellow numbers are successive bonus points. Negative numbers in green show that your power is low — you should find and absorb more souls immediately

PURPLE SOUL STOCK — Number of Purple Souls you currently have. Once you absorb five Purple Souls, your character transforms into Onimusha. You lose all Purple Souls after transformation.

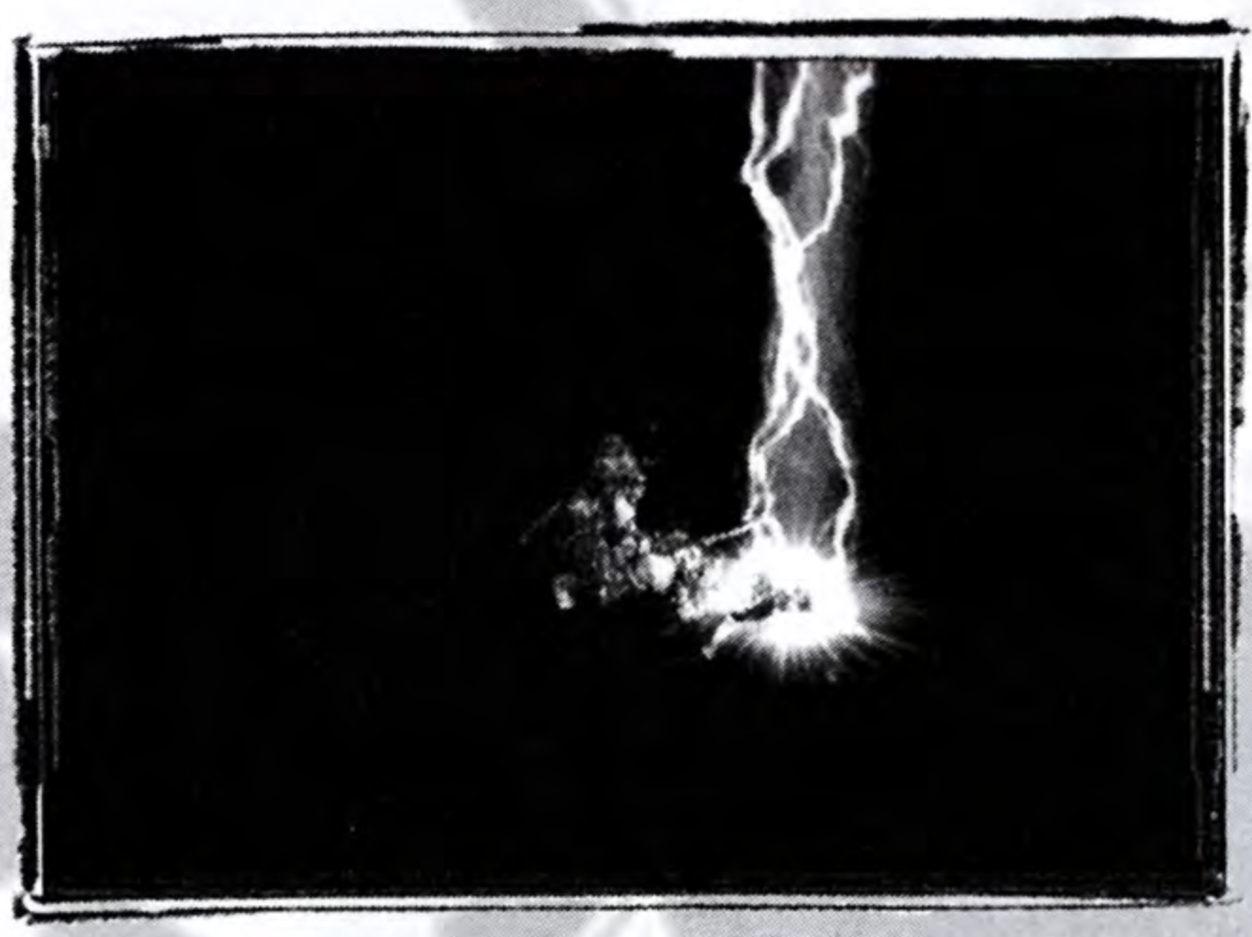
BASIC ATTACKS

BASIC ATTACK: ◻ BUTTON

Your character will attack the closest enemy. As you hold down the R1 button, your character will draw a sword and can step quickly in four directions. This enables you to attack an enemy's back or dodge an enemy's attacks more successfully.

BLOCK: L1 BUTTON

When an enemy grabs your character, press the directional buttons ⬅/➡ rapidly to escape quickly. You cannot block certain enemy attacks.



SPECIAL ATTACK: △ BUTTON

When your equipped weapon has an Ogre Power, you can perform a Special Attack by pressing the △ button. A Special Attack requires a certain amount of Ogre Power.

Special Attacks can be used when the following apply:

- The equipped weapon has an Ogre Power.
- Your character has the required amount of Ogre Power.

Certain Special Moves can be enhanced up to level 3.

HISSATSU

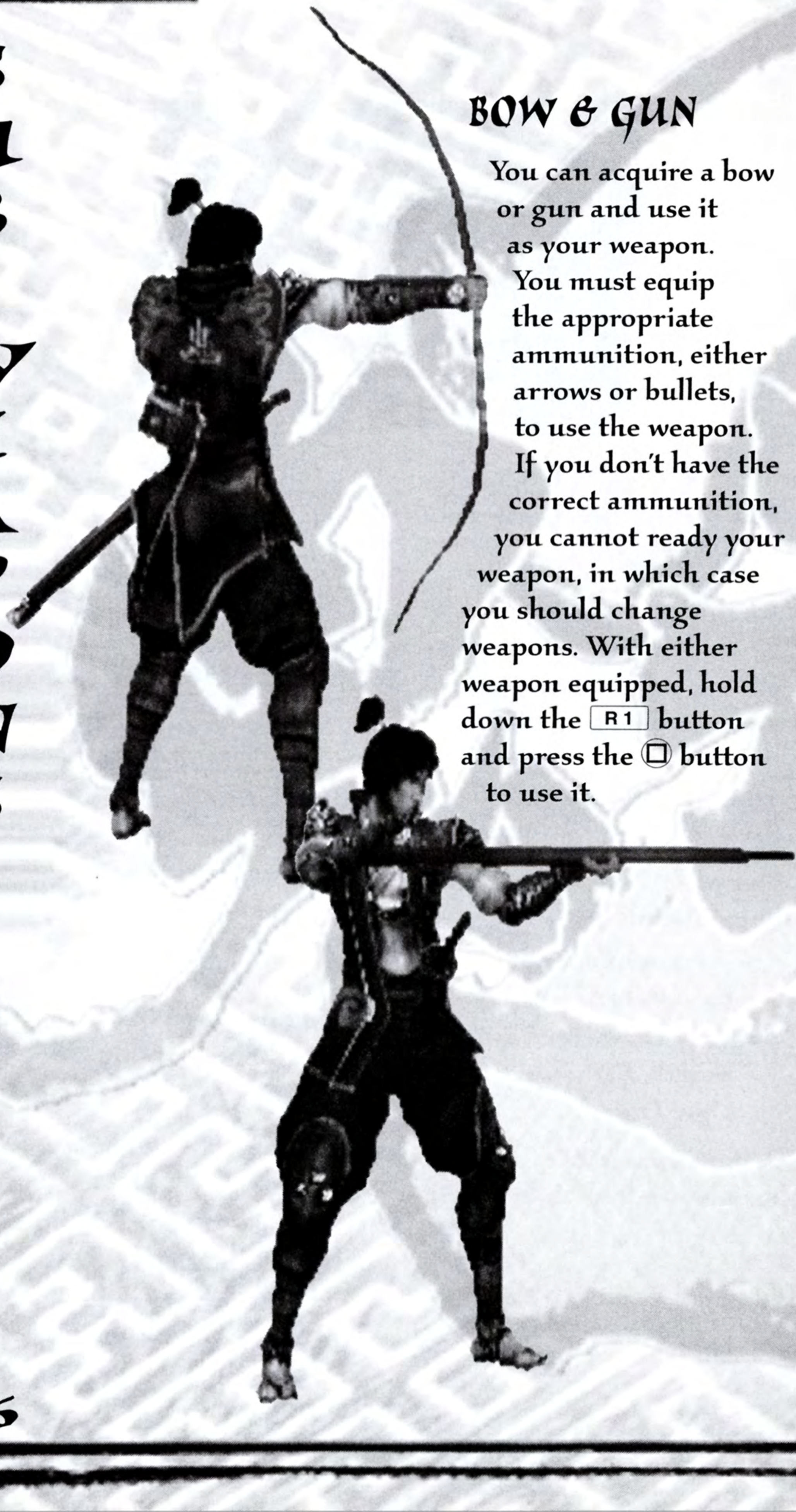
HISSATSU is a counter attack that can be performed as either ***ISSEN*** or ***HAJIKI ISSEN***.

ISSEN – Press the □ button just before an enemy's attack hits your character. Your timing will vary depending on the enemy and the attack type. You cannot perform ***ISSEN*** against some attacks.

HAJIKI ISSEN – Press the □ button right after performing ***HAJIKI KAESHI***.

HAJIKI KAESHI – Blocking an enemy's attack right after you press the L1 button.

SUB WEAPONS



BOW & GUN

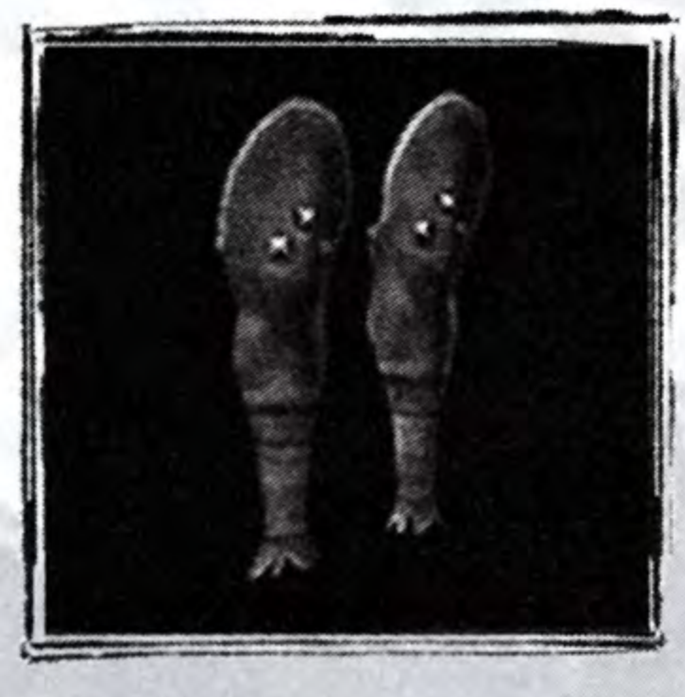
You can acquire a bow or gun and use it as your weapon. You must equip the appropriate ammunition, either arrows or bullets, to use the weapon. If you don't have the correct ammunition, you cannot ready your weapon, in which case you should change weapons. With either weapon equipped, hold down the R1 button and press the □ button to use it.

ADDITIONAL WEAPONS

You can also find, purchase or receive additional weapons.

MIIKE DENTA — Jubei has this sword initially. It was crafted by the famous blacksmith Miike Denta.

YAGYU VEST — Woven in a secret pattern handed down through generations in the Yagyu clan, this vest is lighter and tougher than it looks. Its defense will increase if you enhance it.



YAGYU LEGGINGS — A combination of kneepads and foot wraps, this lightweight armor allows its wearer to move easily. Kick damage will increase if you enhance this item.

YAGYU GAUNTLETS — The gauntlets are extremely lightweight so that the user can swing the sword easily. By enhancing this item, your character can charge power more quickly.

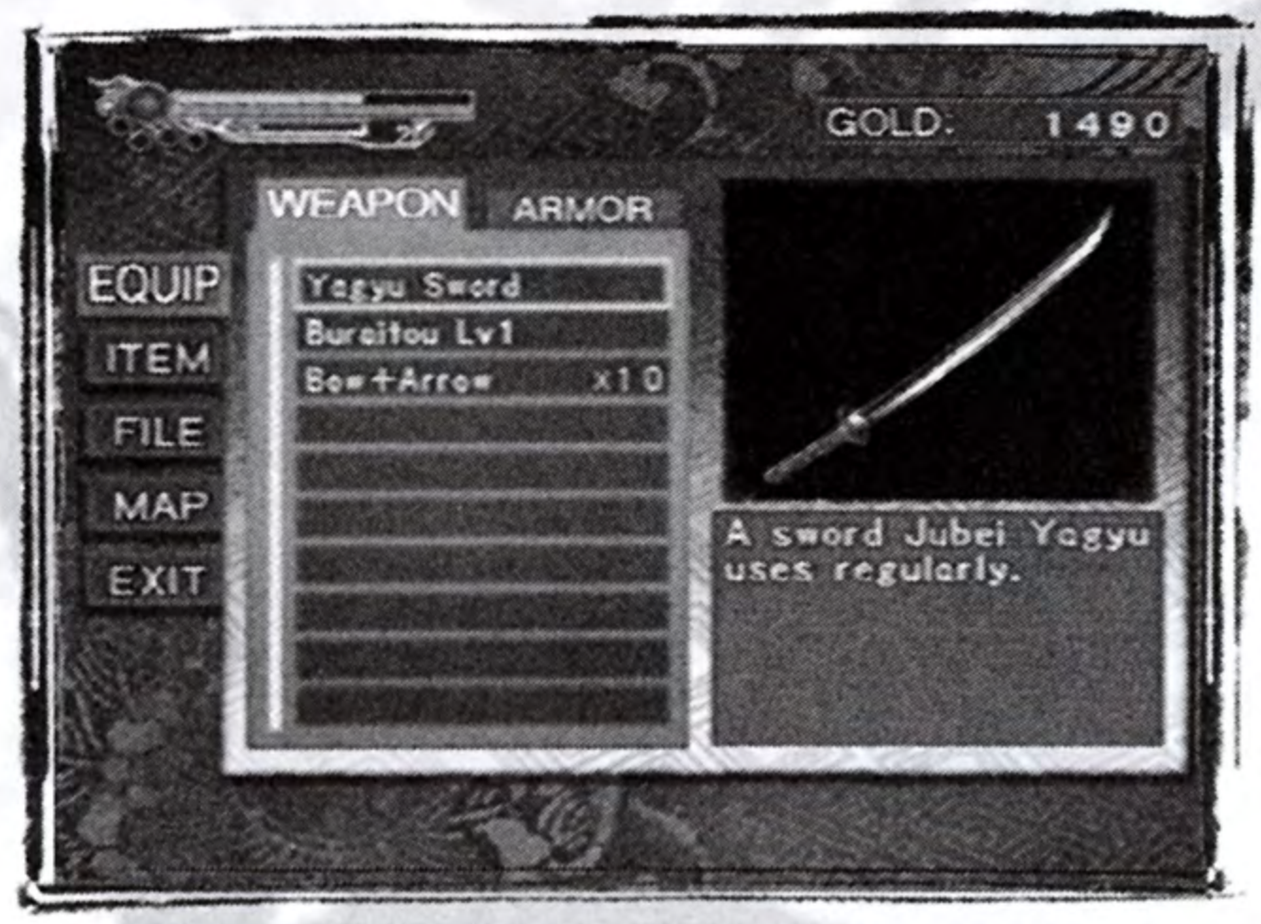
There may be other weapons to find ... keep your eyes open.

USING OHGI

When your equipped weapon has Ogre Power, you can charge the power by pressing the R1 button firmly. Once you have charged power, press the □ button to attack with ***OHGI***.

- ***OHGI*** doesn't consume Ogre Power.
- ***OHGI*** varies depending on the attribute of the weapon.
- You can use even more powerful ***OHGI*** by obtaining ***OHGI*** books.

INVENTORY



Press the START button to display your character's Inventory.

- Press the directional buttons ⬅/➡ to toggle between sections.
- Press ⬆/⬇ to see an image and description of the selected item.
- Press the ⊗ button to use/equip/read/check the selected item.
- Certain characters cannot use certain Inventory items. In these cases, the item will be dimmed.

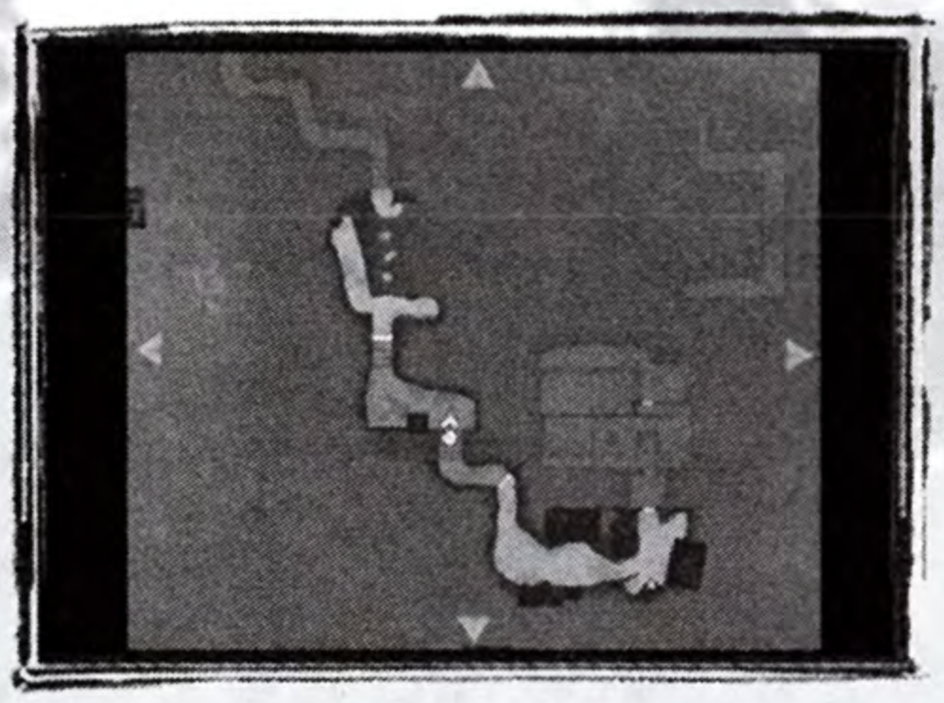
WEAPONS/ARMOR — This screen appears first when you display the Inventory. It shows the weapons and armor you have acquired.

ITEMS — This screen shows the objects and gifts you've acquired and items you bought in a shop or received from people in town. During play, when you see a certain message on screen, you can press the START button to give a gift to another character.

or directional buttons to move the map. During play, push down the right analog stick to check your current location. If you don't have the map of the area, you'll only see the rooms you've already explored.

FILE — Here you can read books you've acquired and examine pieces of art you've collected.

EXIT — Highlight EXIT and press the ⊗ button to close the Inventory and return to gameplay. You can also close the Inventory by pressing the START button.



MAP — View the maps you've acquired. Highlight a map and press the ⊗ button to see its details. Use the left analog stick

ITEMS

You can find many items that will be invaluable on your journey. Some of them are:

HERB — Restores your character's vitality by a small amount.

MEDICINE — Restores your character's vitality by a large amount.

ONI MEDICINE — Fully restores your character's Ogre Power.

ENHANCING ITEMS

You can enhance your weapons and armor in the Enhance screen by injecting souls you have acquired.

Select an item to enhance and press the ⊗ button to begin injecting souls. The item will be fully enhanced when you have injected a certain amount of souls.

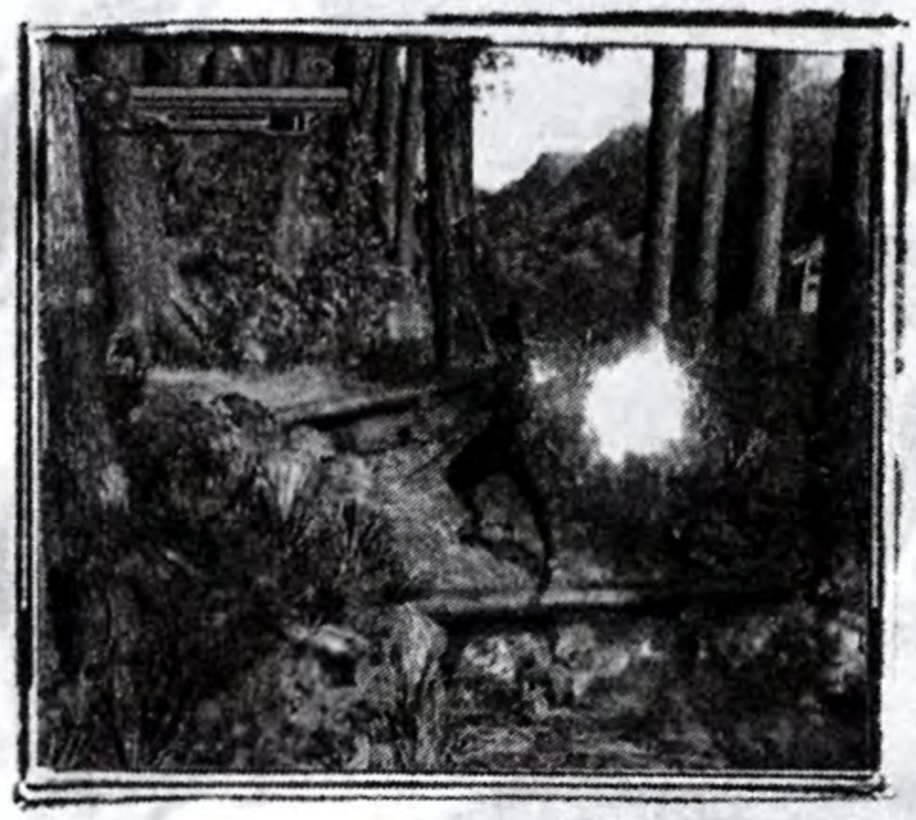
WEAPONS WITH OGRE POWER – The damage of weapons and special moves is increased.

YAGYU VEST – Damage from enemy attacks will decrease.

YAGYU LEGGINGS – Your kick damage increases.

YAGYU GAUNTLETS – You can perform charge attack more rapidly.

TRANSFORMATIONS



ONIMUSHA

Jubei can transform into Onimusha by absorbing five Purple Souls. During transformation, Jubei becomes temporarily invincible and his attack power is enhanced. An Onimusha Gauge appears on screen and gradually decreases. Jubei's Onimusha transformation will end when the Onimusha Gauge drains.

CHARACTER CHANGE

Sometimes a game situation occurs where you control a different character, other than Jubei. During this time, your basic controls are the same but your character can neither enhance items nor transform into Onimusha. If the sub character's vitality drains during the event, your game is over.

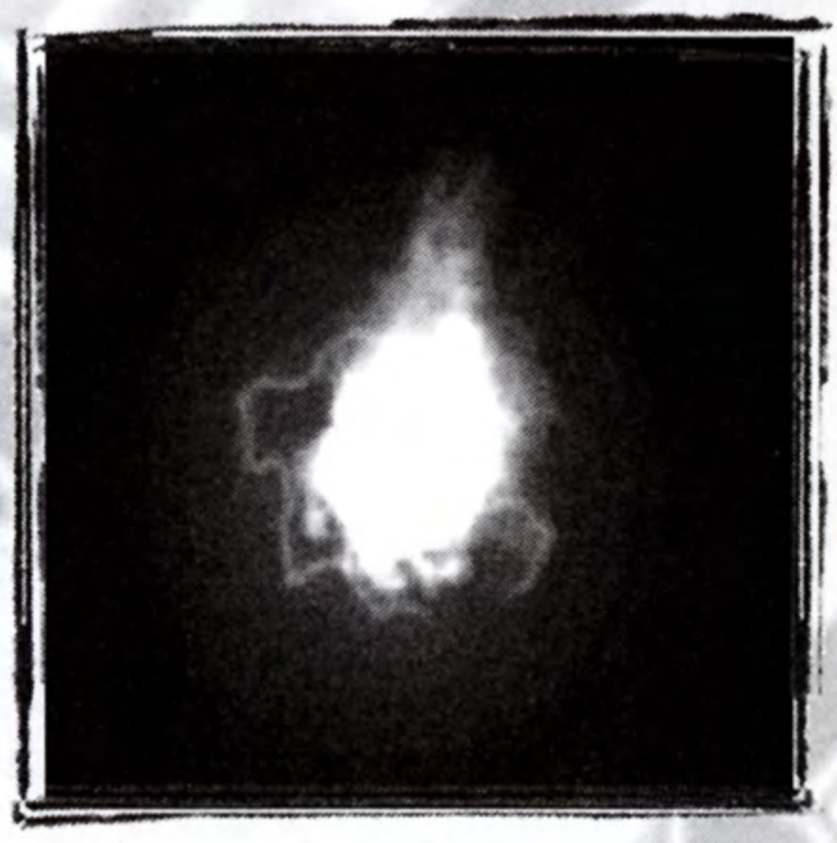
SOULS

ACQUIRING SOULS

When your character defeats an enemy, a soul may appear. There are four soul colors, each with a different effect:

- ***RED SOUL*** – Enhances ogre Gauntlets or a Gem.
- ***BLUE SOUL*** – Increases your character's Ogre Power.
- ***YELLOW SOUL*** – Increases your character's vitality.
- ***PURPLE SOUL*** – Collect five of these to transform into Onimusha.

Note: The amount of the souls will vary depending on how your character defeats enemies. Figure out how to get as many souls as possible.



ABSORBING SOULS

Hold down the ◎ button to absorb the souls. Do so quickly, since souls disappear after a while. You can see the result of absorbing souls in the Soul Counter at the top of the game screen

OPTION MODE

To display the Option screen, select OPTION in the Main Menu or the Pause Menu. Press the directional buttons ⬆/⬇ to select an option; press ⬅/➡ to change the setting or press the ⊗ button to see a submenu.

SUBTITLE DISPLAY – Turn subtitles ON/OFF.

SOUND – Choose your speaker setup: STEREO or MONAURAL.

BGM VOLUME – Adjust the volume of background music.

SE VOLUME – Adjust the volume of in-game sound effects.

VOICE VOLUME – Adjust the volume of in-game voices.

VIBRATION – Turn the controller vibration function ON/OFF.

BRIGHTNESS – Adjust the brightness of your monitor. The ideal brightness for this game is set when the color bars beneath the red line are invisible. Available only for monitors with a factory-installed brightness adjustment.

SCREEN POSITION – Adjust the screen display position on the monitor.

CONTROL CHECK – Refresh your memory by checking a schematic of the game's button controls.

DEFAULT – Restore the default settings.

EXIT – Return to the Title screen (or gameplay).

A SAMURAI NEEDS STRENGTH, STEALTH,

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ONIMUSHA™ 2
Samurai's Destiny

OFFICIAL STRATEGY GUIDE

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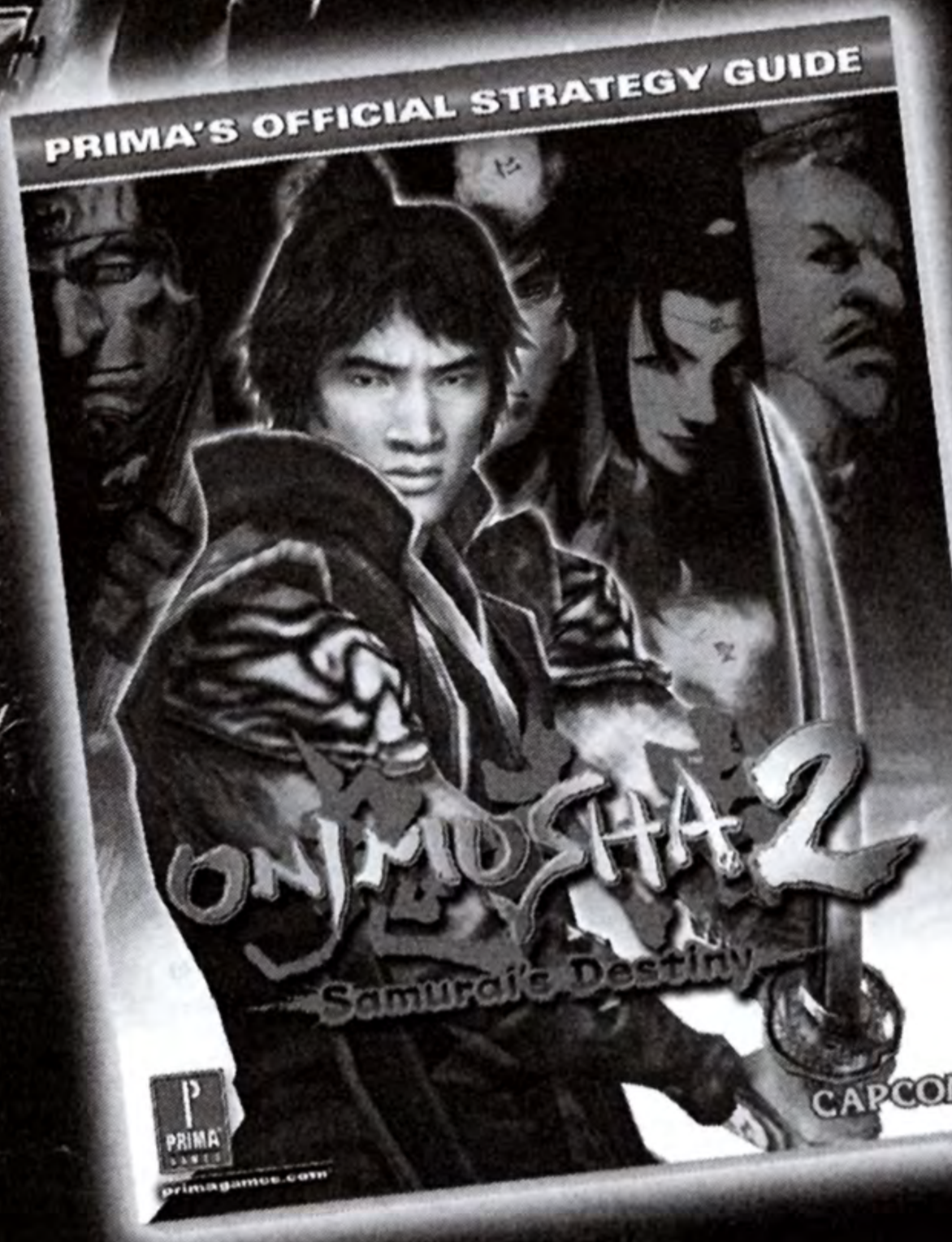

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To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the DVD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the DVD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your DVD-ROM certified mail. CAPCOM will replace the DVD-ROM, subject to the conditions above. If replacement DVD-ROMs are not available, the defective product will be returned to you and the $20.00 payment refunded.

WARRANTY LIMITATIONS

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ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CAPCOM ENTERTAINMENT, INC: 475 Oakmead Parkway, Sunnyvale, CA 94085
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